AMENDMENTS TO THE CLAIMS:

1.   (Currently Amended)   A control system for communication robot for supporting input of interactive actions to be performed by a communication robot, comprising:

a first storage ~~means for~~ storing in advance information on a plurality of behaviors associated with a plurality of behavior programs including a spontaneous behavior program for performing a spontaneous behavior and a reflex behavior program prepared with inclusion of determination of a precondition and for performing a reflex behavior in response to behavior of a person when the precondition is satisfied;

a ~~display means~~ displayer ~~for~~ displaying on a display a list of said plurality of behaviors in a user-selectable manner based on said information stored in said first storage ~~means~~;

a detector detecting a user's operation to an input device to select a behavior to be performed by said communication robot from said list of behaviors displayed by said displayer;

a behavior ~~decision means~~ decider ~~for~~ deciding ~~a~~ the behavior to be performed by said communication robot ~~from said list of behaviors displayed by said display means according to a user's operation~~ on the basis of a detection result by said detector; ~~and~~

a second storage storing the behavior decided by said behavior decider as input history information;

an accumulator accumulating a plurality of input history information stored by said second storage; and

a ~~generation means~~ generator ~~for~~ generating reproductive motion information for interactive actions to be performed by said communication robot[[,]] ~~based on a history of the behavior decided by said behavior decision means~~ on the basis of the plurality of input history information accumulated by said accumulator.

2.   (Currently Amended)   A control system for communication robot as set forth in claim 1, wherein

said ~~display means~~ displayer further displays ~~a list of~~ a plurality of emotional ~~expressions~~ expression lists in a user-selectable manner on said display;

said detector detects a user's input operation to decide an emotional expression which is to be added to the behavior to be performed by said communication robot from said emotional expression lists;

said behavior ~~decision means~~ decider further decides an emotional expression which is to be added to the behavior to be performed by said communication robot[[,]] ~~from said list of emotional expressions according to the user's operation~~ on the basis of a detection result by said detector; ~~and~~

said second storage stores the behavior and the emotional expression decided by said behavior decider as input history information; and

said ~~generation means~~ generator generates said reproductive motion information ~~based on the history of the behavior~~ on the basis of the plurality of input history information accumulated by said accumulator and emotional expression decided by said behavior ~~decision means~~ decider.

3.   (Currently Amended)   A control system for communication robot as set forth in claim 2, wherein said behavior ~~decision means~~ decider further includes a ~~determination means for~~ determiner determining whether or not the emotional expression selected by the user is appropriate to the selected behavior, and does not permit said emotional expression to be added to said behavior if said ~~determination means~~ determiner determines that said emotional expression is not appropriate to said behavior.

4.   (Currently Amended)   A control system for communication robot as set forth in claim 1, further comprising a ~~transmission means for~~ transmitter, when said behavior ~~decision~~

~~means~~ <u>decider</u> has decided the behavior to be performed by said communication robot, transmitting an execution instruction for said behavior to said communication robot.

5. (Currently Amended) A control system for communication robot as set forth in claim 1, wherein said display ~~means~~ displays said list of behaviors classified by region of said communication robot.

6. (Currently Amended) A control system for communication robot as set forth in claim 1, wherein when the behavior is selected from said list of behaviors by the user's operation, said display ~~means~~ displays an image of an appearance of said communication robot performing said behavior.

7. (Cancelled)

8. (Cancelled)

9. (Cancelled)

10. (Currently Amended) A <u>computer-readable</u> storage medium storing a program for supporting input of interactive actions to be performed by a communication robot, on a control system for communication robot comprising a <u>first</u> storage ~~means for~~ storing in advance information on a plurality of behaviors associated with a plurality of behavior programs including a spontaneous behavior program for performing a spontaneous behavior and a reflex behavior program prepared with inclusion of determination of a precondition and for performing a reflex behavior in response to behavior of a person when the precondition is satisfied, wherein

said program causes a processor of said control system for communication robot to execute:

a display step of displaying a list of said plurality of behaviors in a user-selectable manner based on said information stored in said <u>first</u> storage ~~means~~;

a detection step of detecting a user's operation to an input device to select a behavior to be performed by said communication robot from said list of behaviors displayed by said display step;

a behavior decision step of deciding ~~a~~ the behavior to be performed by said communication robot ~~from said list of behaviors displayed by said display step according to a user's operation~~ on the basis of a detection result by said detection step; ~~and~~

a storage step of storing in a second storage of the control system the behavior decided by said behavior decision step as input history information;

an accumulation step of accumulating a plurality of input history information stored by said storage step; and

a generation step of generating reproductive motion information for interactive actions to be performed by said communication robot[[,]] ~~based on a history of the behavior decided by said behavior decision step~~ on the basis of the plurality of input history information accumulated by said accumulation step.

11.   (Currently Amended) A computer-readable storage medium storing a program as set forth in claim 10, wherein

said display step further displays ~~a list of~~ a plurality of emotional ~~expressions~~ expression lists in a user-selectable manner;

said detection step detects a user's input operation to decide an emotional expression which is to be added to the behavior to be performed by said communication robot from said emotional expression lists;

said behavior decision step further decides an emotional expression which is to be added to the behavior to be performed by said communication robot[[,]] ~~from said list of emotional~~

~~expressions according to the user's operation~~ on the basis of a detection result by said detection step;

said storage step stores the behavior and the emotional expression decided by said behavior decision step as input history information; and

said generation step generates said reproductive motion information ~~based on the history of the behavior~~ on the basis of the plurality of input history information accumulated by said accumulation step and emotional expression decided by said behavior decision step.

12.   (Currently Amended) A computer-readable storage medium storing a program as set forth in claim 11, wherein

said behavior decision step further includes a determination step of determining whether or not the emotional expression selected by the user is appropriate to the selected behavior, and does not permit said emotional expression to be added to said behavior if said determination step determines that the emotional expression is not appropriate to the behavior.

13.   (Currently Amended) An action input support method for supporting input of interactive actions to be performed by a communication robot, on a control system for communication robot comprising a first storage ~~means for~~ storing in advance information on a plurality of behaviors associated with a plurality of behavior programs including a spontaneous behavior program for performing a spontaneous behavior and a reflex behavior program prepared with inclusion of determination of a precondition and for performing a reflex behavior in response to behavior of a person when the precondition is satisfied, including:

a display step of displaying a list of said plurality of behaviors in a user-selectable manner based on said information stored in said first storage means;

a detection step of detecting a user's operation to an input device to select a behavior to be performed by said communication robot from said list of behaviors displayed by said display step;

a behavior decision step of deciding ~~a~~ the behavior to be performed by said communication robot ~~from said list of behaviors displayed by said display step according to a user's operation~~ on the basis of a detection result by said detection step; ~~and~~

a storage step of storing in a second storage of the control system the behavior decided by said behavior decision step as input history information;

an accumulation step of accumulating a plurality of input history information stored by said storage step; and

a generation step of generating reproductive motion information for interactive actions to be performed by said communication robot[[,]] ~~based on a history of the behavior decided by said behavior decision step~~ on the basis of the plurality of input history information accumulated by said accumulation step.

14. (Currently Amended) An action input support method as set forth in claim 13, wherein

said display step further displays ~~a list of~~ a plurality of emotional ~~expressions~~ expression lists in a user-selectable manner;

said detection step detects a user's input operation to decide an emotional expression which is to be added to the behavior to be performed by said communication robot from said emotional expression lists;

said behavior decision step further decides an emotional expression which is to be added to the behavior to be performed by said communication robot[[,]] ~~from said list of emotional~~

~~expressions according to the user's operation~~ on the basis of a detection result by said detection step; ~~and~~

said storage step stores the behavior and the emotional expression decided by said behavior decision step as input history information; and

said generation step generates said reproductive motion information ~~based on the history of the behavior~~ on the basis of the plurality of input history information accumulated by said accumulation step and emotional expression decided by said behavior decision step.

15.   (Original) An action input support method as set forth in claim 14, wherein said behavior decision step further includes a determination step of determining whether or not the emotional expression selected by the user is appropriate to the selected behavior, and does not permit said emotional expression to be added to said behavior if said determination step determines that said emotional expression is not appropriate to said behavior.

16.   (Currently Amended) A control system for communication robot as set forth in claim 2, wherein

when said emotional expression is added to said behavior, said ~~generation means~~ generator corrects control data for performing the behavior according to the emotional expression and generates reproductive motion information including the corrected control data.

17.   (Cancelled)

18.   (Currently Amended) A computer-readable storage medium storing a program as set forth in claim 11, wherein

when said emotional expression is added to said behavior, said generation step corrects control data for performing the behavior according to the emotional expression and generates reproductive motion information including the corrected control data.

19.   (Previously Presented) An action input support method as set forth in claim 14, wherein

when said emotional expression is added to said behavior, said generation step corrects control data for performing the behavior according to the emotional expression and generates reproductive motion information including the corrected control data.

20.   (Currently Amended) A control system for communication robot as set forth in claim 2, further comprising a ~~transmission means for~~ transmitter, when said behavior ~~decision means~~ decider has decided the behavior to be performed by said communication robot, transmitting an execution instruction for said behavior to said communication robot.